

ASSASSIN'S CREED™ II



UBISOFT™

PRECAUTIONS

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The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



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PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

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BLES-00670

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GETTING STARTED

SETTING UP

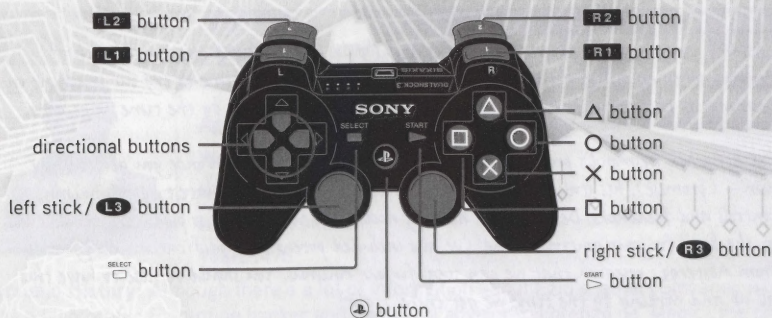
Set up the PlayStation®3 system according to the instructions in its instruction manual. At start-up, the power indicator will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the **Assassin's Creed™ II** disc into the disc slot with the label side facing upwards. Select the  icon from the Home Menu. A thumbnail image of the software will be displayed. Press the **X** button to commence loading. Do not insert or remove accessories once the power is turned on.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

DUALSHOCK®3 WIRELESS CONTROLLER

Default controls



This title supports English, French, Italian, German and Spanish languages. It is advised you select your preferred language from the browser before commencing play.

This title uses autoload and autosave features. Data will be saved automatically at certain points throughout the game. Any previously saved data will be automatically loaded on boot up.

09/17/12

To: Undisclosed [ENCRYPTED]

Subject: The Plan

Attachments: map.png; Animus Control & Feedback (Updated).txt

This is the day we've been preparing for.

Earlier this week, Vidic recovered the genetic memory of Altaïr ibn La-Ahad from subject 17, Desmond Miles. As you already know, Altaïr was a 12th-century Syrian Assassin; he lived through the betrayal of Al Mualim, along with the assassinations of several prominent Templar crusaders.

Vidic discovered that Al Mualim used one of the five known Apple artefacts to enslave the Assassin order, and forced his way through Desmond's memories until he recovered the map (included in attachment). He knows the locations of the Pieces of Eden and now the Templars intend to kill Desmond. I've been trying to stall them, but I've run out of options. We must act now.

I assume you set up the planned facilities and should have received the final batch of Animus schematics I sent through the courier in December. It's time to try our machine on Desmond. If this works, he'll be one of the most powerful men alive by the time we're done.

I've attached Desmond's profile (ignore his attitude, you'll like him once you get to know him - I promise), his Italian ancestor Ezio Auditore's bio, and the latest list of Animus controls and feedbacks. Desmond has already acclimatised to them, so please try to use these as the basis for your control scheme. I've also included potential modifications / upgrades from Abstergo's research that we can steal for our Animus. You should be able to have this all up and working by the time we get there, right?

If all goes well, by the time Vidic decrypts this email, Desmond and I will be on our way to you. If you don't hear from me within 12 hours, pack up everything and run.

See you soon (I hope),
Lucy Stillman

CHARACTERS

DESMOND MILES



Age: 25

Weight: 12 stone 2 lbs.

Height: 6'

Blood Type: A+

Nationality: American

Psychological Traits: Independent, introverted and defensive. Desmond has trouble trusting others. His parents were incredibly overprotective, essentially imprisoning him within their community, swearing that it was for his own good. He has spent the past nine years avoiding large cities, hiding from civilisation. He guards his thoughts and emotions behind a wall of cynicism.

Mr. Miles is incredibly passive aggressive, an attitude which I find very counterproductive. It makes me feel almost justified in terminating his existence. Vidic

EZIO AUDITORE



Age: 17

Weight: 11 stone 11 lbs.

Height: 6'

Nationality: Italian

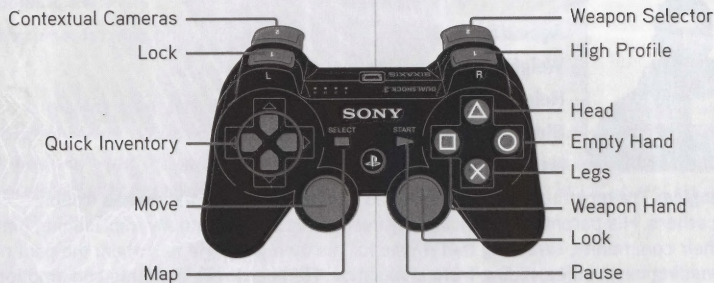
Year: 1476

Personal History: Although there's a lot of information about Ezio's father, Giovanni, who was a high profile Florentine banker and a political advisor to Lorenzo de' Medici, the only info I can find on Ezio is that he was once apprenticed to Giovanni Tornabuoni, the great Florentine banker.

Psychological Traits: Charismatic, competitive, a womaniser and an adventurer.

ANIMUS USER MANUAL

1. CONTROLS



1.1 Animus Controls

The Animus 2.0 allows you to control Ezio through a combination of standard and contextual buttons. Standard buttons always perform the same action. For example, pressing **R2** always selects the Weapon Selector. Conversely, the action resulting from a contextual button press will change depending on the context the ancestor is currently in. For example, the **X** button can make Ezio sprint, jump, dodge or run up a wall, depending on the context.

1.2 General

1.2.1 Move

Move Ezio using the left stick. Moving the left stick up or down moves your ancestor forward or backward.

Moving the left stick left or right makes Ezio turn to the left or to the right. While standing still, pressing the **L3** button toggles the First Person Camera.

1.2.2 Look

Using the right stick, you can look around Ezio's environment. Pressing the **R3** button re-centres the camera on his back.

1.2.3 Target and Lock On

The Animus 2.0 displays specific visual effects on certain citizens with whom you can interact. By pressing the Target Lock button **L1**, Ezio's attention focuses on the selected citizen, and he is then locked onto that citizen. When locked, Ezio can speak, kill and accomplish other actions. Press **L1** to enter Fight mode. Once you are in Fight mode, targeting will switch automatically to the nearest enemy. When you want to exit Fight mode, press **L1** again to unlock and run away.

*Lucy - Make sure the player can also exit fight mode by running away (**R1** + **X** button); unlocking takes way too much work.*

1.2.4 Weapon Selector and Quick Inventory

Weapon Selector: Pressing **R2** brings up the Weapon Selector. You can select the weapon you want to equip by moving the left stick.

Quick Inventory: Using the Directional buttons (Up, Down, Left, or Right) selects the weapon assigned to that direction. Pressing a second time unsheathes the weapon.

1.2.5 Contextual Camera

In some specific situations, a contextual camera is available to give you another view of the situation.

Pressing **L2** when visible changes the camera angle.





1.2.6 Map

Press the SELECT button to display a map of the area. The Animus 2.0 is able to fill in a basic outline of the area from historical data, but the details will have to be filled in by you. You should climb to the top of landmarks and scan the view to become synchronised with Ezio's memory of the area. This will allow the Animus 2.0 to fill the map with specific memory objectives and other details stored in your genetic memory. A marker can be placed on the map to help you in reaching a desired location.

Lucy – An improvement over the Animus 1.0 map, but synchronisation is still required.

1.3 Contextual

1.3.1 Puppeteer Concept

The Animus 2.0 allows you to control Ezio like a puppet. Each body part is linked to a button: the  button is the Head button, the  button is the Weapon Hand button, the  button is the Empty Hand button and the  button is the Legs button. In the top right corner, the heads-up display (HUD) shows each button's functionality. You will notice that the functionality changes depending on the context.

1.3.2 High and Low Profile Concept

As in the Animus 1.0, it is possible to change the intensity with which Ezio performs each action. By default, your ancestor will be in Low Profile, but his state can be changed to High Profile by pressing and holding **R1**. This is like hitting the accelerator! In Low Profile, Ezio's actions are inconspicuous and more socially acceptable. Fast and powerful assassin moves are available in High Profile.

1.4 Actions

1.4.1 On Ground

Low Profile

X button: Allows Ezio to steal from NPCs for money.

○ button: Gentle Push

Press and hold the Empty Hand button to perform a gentle push. A gentle push is a socially acceptable way to move people out of Ezio's way.

□ button: Attack

Pressing the Weapon Hand button makes Ezio attack with his currently equipped weapon.

△ button: Vision and Talking

Pressing the Head button in front of a specific citizen or shopkeeper nearby makes Ezio interact with him. Holding the Head button activates Eagle Vision. Eagle Vision has colour-coded intuitive powers, as follows: red = soldiers, blue = allies, white = mission givers, gold = targets.

High Profile



× button: Free-Run/Sprint

Hold the Legs button to make the ancestor sprint and perform free-running. Holding this button down makes Ezio automatically adapt to any object in the path. Just push the left stick in the direction you want him to go.

Example: You are on the ground, close to a wall. Holding the **X** button and pushing the left stick in the direction of the wall makes Ezio climb that wall. If no Free-Run objects are in the path of the assassin, holding the Legs button while moving around in High Profile makes him sprint.

O button: Grab and Throw/Tackle

Pressing the Empty Hand button while standing still makes your ancestor grab an NPC. While holding the NPC, the **O** button throws them in the direction in which the left stick is being pushed. If unarmed, the **Δ** button, **□** button and **X** button all perform attacks. If armed, the **□** button instantly kills the NPC. While Running, tapping the **O** button makes Ezio tackle an NPC.

Lucy - This feature was a huge hit with the lab technicians. Make sure to add it.

□ button: Attack

Pressing the Weapon Hand button makes Ezio attack with his currently equipped weapon.

Δ button: Vision

Holding the Head button activates Eagle Vision.

1.4.2 Horse

Low Profile



X button: Walk

The Legs button makes the horse move at its slowest pace.

○ button: Dismount

Pressing the Empty Hand button makes Ezio get off the horse.

□ button: Rear/Attack

With Ezio's sword sheathed, pressing the Weapon Hand button makes the horse perform a rearing animation. When your ancestor is holding his sword, the Weapon Hand button makes him attack.

△ button: Vision

Holding the Head button activates the Eagle Vision.

Lucy - Eagle Vision on horseback, what will they think of next? Make sure we have it too!

High Profile

× button: Gallop

Hold the Legs button while moving the horse in High Profile.

○ button: Dismount

Press the Empty Hand button.

□ button: Attack

Pressing the Weapon Hand button makes your ancestor perform an attack motion from the horse.

△ button: Vision

Holding the Head button activates Eagle Vision.

1.4.3 Swimming

Lucy - Make sure to fix that annoying bug in the Animus 1.0 software which prevents ancestors from swimming!

Low Profile

× button: Dive

Your ancestor dives underwater. Being underwater breaks the line of sight, but Ezio can only do so for a limited time.

□ button: Attack

Pressing the Weapon Hand button makes Ezio throw knives (if selected).

△ button: Vision

Holding the Head button activates Eagle Vision.

High Profile

× button: Get Out of Water/Fast Crawl

When in the water and facing a wall or a boat, Ezio can climb out of the water. When in open water, he will do a fast crawl.

□ button: Attack

Pressing the Weapon Hand button makes Ezio throw knives (if selected).

△ button: Vision

Holding the Head button activates Eagle Vision.

1.4.4 Boats

× button: Causes Ezio to step out of rowing stance.

○ button: Rowing

When Ezio is near the boat's paddle, it makes him take control of the gondola. Pushing the Empty Hand button in a rhythmic fashion will make the boat move faster.

1.4.5 Flying Machine

Use the left stick to steer the flying machine. Press up to make it dive and down to gain some altitude.

Lock on enemies with **L2** to kick them.

1.4.6 Caravan

Steer the carriage using the left stick. Free yourself from enemies holding you on the carriage by tapping the Empty Hand button repeatedly.



1.4.7 Fight

Lucy – Make sure to finish your tweaks to the new fight system; it's going to be a very important part of Desmond's time in the Animus 2.0.

Lock System: To fight, you must be locked on a target who is in Open Conflict with you.

Low Profile: Offensive Moves

Lucy – Consider changing the title of this section for obvious reasons.

✕ button: Quickstep

Pressing the Legs button makes Ezio perform a stepping motion, based on the direction in which you're moving the left stick.

○ button: Grab

Tapping the Empty Hand button makes Ezio attempt a Grab on an enemy NPC. If unarmed, the **△**, **□** and **✕** buttons all perform attacks. If armed, **□** instantly kills the NPC.

Lucy – Didn't you mention this already?

□ button: Attack

Tapping the Weapon Hand button makes Ezio attack an NPC with his currently equipped weapon. Tap a second time as soon as your weapon makes contact to start a combo attack. Tapping once per swing will perform a more efficient combo.

Lucy - It's all about timing!

Hold □ button: Hold in order to do a special attack for your weapon, if applicable.

△ button: Pressing the Head button will taunt your enemy, angering him and maybe causing him to attack.

High Profile: Defensive Moves

In Fight mode, High Profile enables defensive actions like counters and dodging moves. By default, holding the High Profile button makes you deflect enemy attacks.

× button: Dodge

When pressing the Legs button with the right timing, Ezio performs a counter-dodge move that exposes the enemy to a strike. If the timing isn't right, Ezio will become open to the enemy's strike.

○ button: Grab/Pick Up Weapon

If Ezio is near a weapon, he will attempt to pick it up.

□ button: Counter-Attack/Disarm

With a weapon equipped, pressing the Weapon Hand button with the right timing allows Ezio to counterattack an NPC. If the timing isn't right, Ezio is open to the enemy's strike. When unarmed, pressing this button allows you to disarm your enemies.

Lucy - Make sure Desmond is able to steal weapons; it will give him much more freedom.



△ button: Taunt

Pressing this button will taunt your enemy, angering him and maybe causing him to attack.

1.4.8 Interactive Cinematic

During some scenes, the Animus 2.0 allows you to participate by pressing the appropriate buttons at the right moment.

Lucy - Please remove all those visual glitches, if possible. We should be able to do something about them!

2. HUD

2.1 HUD Elements



The HUD provides important information while in the Animus 2.0. Various elements of the display will allow you to remain aware of your current status.

Note: The HUD can be customised to suit your needs in the Options Folder.

2.1.1 Health Meter

Lucy - Consider changing the name to Health Index to spice it up!

The Health Meter gives you information on

- Active Health Squares
- Injured Health Squares (can be healed by doctors)
- Broken Health Squares (armour pieces must be repaired at the blacksmith shop)

2.1.2 Notoriety Meter

Indicates your Notoriety Status (see Section 3.2 for more details on Notoriety).

2.1.3 Weapon Icon

Shows your currently equipped weapon or gadget.

2.1.4 Money Indicator

Shows the amount of money currently carried by Ezio.

2.1.5 Controls HUD

The top right corner displays the available actions at all times.

2.1.6 Mini-Map

The Mini-Map displays the location of various important memory objectives. In order to un-fog the environment and reveal more information on the mini-map, you need to synchronise the view point. To do so, you must reach the top of the landmarks and scan the view.

Lucy - Repetitive. Please cut.

2.2 Social Status Indicator (SSI)

2.2.1 NPC Arrows

Guards' SSIs tell you if they are at risk of detecting you or not.

When Anonymous:

Yellow: When a guard's SSI turns yellow, it means that he has started investigating you.

Red: When a guard's SSI turns red, it means that he's about to go into Open Conflict with you.

2.2.2 Mini-Map Frame

The Mini-Map frame is a Risk Indicator that is synchronised with your enemies' state:

White: You are Anonymous.

Green: You are Hidden.

Red: You are in Open Conflict with Guards; you have to escape or fight.

Yellow: You are in Open Conflict, but have broken the line of sight of Guards you can hide from.

Blue: You are Vanishing.

2.2.3 NPC Health Meter

Lucy – see my note on 2.1.1 above.

When in a fight, the Enemies' Health Meter is displayed so you can adjust your strategy during the fight. When under your command, the Faction Members' Health Meter is displayed.

2.3 Animus Feedback System (AFS)

The AFS helps you with all reliable and useful information like tutorials and database updates.

Lucy – Please make sure to cut down on unnecessary AFS messages.

2.3.1 Memories AFS

Memory Objectives and warnings are displayed at the bottom centre of the screen.

2.3.2 Informative AFS

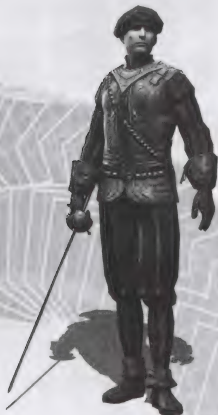
Information about contexts and tutorials are displayed on the left side of the screen.

2.3.3 Update AFS

Signals that a Menu has been updated are displayed on the right side of the screen. Pressing the SELECT button at that moment will grant you quick access to the related menu.

3. GAMEPLAY LOOP

3.1 *Enemies*



Regular Guards

Divided into three ranks (Militia, Elite, Leaders), they are the bulk of the armies and use many different weapons.



Seekers

With their halberd, they seek to find the assassin wherever he's hiding.

Lucy – Can we get better names for the guards? Plus, what's a "halberd"? Replace with a "spear" or something.

Agiles

Lightly armed, but they run faster than you.
Watch your back.



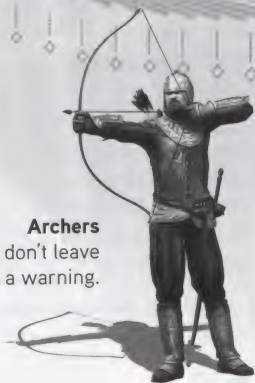
Brutes

They are slow, but don't mess with them without any fight skills.



Archers

The archers protect specific areas. They will shoot you if you don't leave the vicinity after they issue a warning.






3.2 Notoriety Loop

You can be either Notorious or Incognito.

- When you are Incognito, guards are unaware of your presence and will only react to illegal actions.
- When you are Notorious, guards are informed that the Assassin is in town and will recognise you on sight.

The more you perform spectacular actions (like performing a double assassination or making the guards flee in a fight), the more your Notoriety increases.

To lower your Notoriety meter, do any of these actions:

-  Remove posters.
-  Bribe heralds so they stop talking about you.
-  Kill officials.

Once your Notoriety is at its maximum, guards become informed of your presence and start detecting you on sight. You then have to completely empty your Notoriety meter to return to being Incognito.

3.2.1 Detection

When Incognito, guards will only react to illegal actions (killing, pushing them, looting...). If you don't do any of these actions you'll remain anonymous.

When Notorious, guards are actively searching for you. If they see you (yellow arrow filling) they start an investigation (red arrow filling). They will attack you as soon as they have recognised you (red arrow filled). Try to stay low profile and blended into the crowd to avoid attracting the attention.

Note: Because being on rooftops is forbidden, archers will always detect anyone on sight.

3.2.2 Escape

In order to escape from your enemies, break their line of sight and hide. The immediate area around your Last Known Position (LKP) remains a risky zone – guards will look at any hiding spot next to it.

The LKP is displayed on the Mini-Map as a yellow circle. To make sure guards do not find you, try to get out of the zone before hiding.

Lucy – You should cut down on the silly acronyms IMO.

3.2.3 Vanish (Hide and/or Blend)

When you are Unseen, you must find a hiding spot (bales of hay, wells, and benches) or blend into any crowd or group. Once hidden or blended, you'll begin to vanish (flashing blue).

You can also vanish by losing your pursuers by using your Free Running skills.


3.3 Memories Synchronisation

3.3.1 Core Memories


The Animus 2.0 allows you to relive Ezio's Memories. Memories are important life moments and are grouped in DNA sequences.


3.3.2 Secondary


Secondary Memories are Memories that we know Ezio had, but that are difficult to locate exactly on a timeline. They are stored at the far right of the DNA Menu.


 **View Points:** Climb them all in order to get the full 100% synchronisation with Ezio.

Feathers: Generally found on top of buildings.


 **Assassin Tombs:** Explore them all to find the Seals of the legendary assassins.

 **Assassinations Contracts:** Kill important political targets for Lorenzo de' Medici and receive money in return.


 **Races:** Prove that you're the fastest free-runner in Italy.

 **Beat-Up Events:** Knock out cheating husbands.

Lucy - You know you want to!

 **Courier Assignments:** Make a quick delivery to earn money.

3.3.3 Philosophical Codex

 Philosophical Codex Pages help you to better walk the path of the Assassin. Bring any that you find to Leonardo for decoding. Decoding 4 philosophical codexes permanently increase your maximum health.

3.4 Economic System

3.4.1 Earning Money

Treasures: You can find various treasure chests in the environment. Loot them to get good sums of money.

Steal: In Low Profile, Hold **X** and bump into people to steal from them. Move away from the person you pickpocket so as not to get caught when they realise that they've been robbed.

Loot: Hold **O** while standing over a dead body to loot it. Looting is one of several ways to get money and other items. Guards don't take kindly to people who loot, so be careful when you perform this action.

Villa Income: Renovating the ancestral hometown of the Auditore family, Monteriggioni, enables you to receive a percentage of the revenues made at the shops there. The more you improve Monteriggioni, the more money you will receive in return. Renovating shops also gives you a rebate on merchandise available in them. You can also generate income by adding to your Villa, which increases the Auditore family's prestige. You can add to your villa by collecting paintings, feathers, and weapons.

3.4.2 Shops



Blacksmiths: Blacksmiths sell weapons, armour, ammunition for smoke bombs, throwing knives and bullets. They can also repair your armour for a fee. Visit the blacksmiths often to see when new weapons and armour pieces become available.



Tailors: Tailors sell pouch upgrades, enabling you to carry more ammunition. They can also dye your clothes with various colours.



Doctors: Doctors can heal you, refilling your life completely. They also sell medicines and poison vials you can carry with you.



Art Merchant: Art merchants sell paintings and treasure maps. Paintings serve to upgrade the value of your villa, making them good long-term investments. Art merchants also sell treasure maps that indicate the location of treasure chests in the world.



Fast Travel Booths: Travel swiftly to any visited area for a fee by going to the fast travel booth.

4. MENUS

4.1 Main Menu

Story Mode: Start a new game or load a saved game.

Extras: Access exclusive content.

4.2 In the Animus

4.2.1 Animus Desktop (Pause Menu)

Pressing the START button will bring back the Animus Desktop, where you can:

- Review current objectives as a reminder.
- Access all other Animus Folders.

4.2.2 DNA Folder

Browse Ezio's genetic memories through the DNA strand timeline. Every single slice represents a memory.

4.2.3 Map Folder

Access the map of the region in which Ezio is located.

4.2.4 Inventory Folder

Consult your inventory to see what Ezio is currently carrying on him.

4.2.6 Animus Database

The Animus Database not only provides a lot of information on the Italian Renaissance, but also stores all documents found by Ezio (Codex pages, Templars letters) and some other special surprises as well. Consult the User Manual section of the database to see advanced Gameplay information.

4.2.7 Options Folder

Adjust certain Animus options such as blood content, sound, brightness, control options and HUD display. You can also consult statistics based on your actions in the animus.

5. PSP™ (PlayStation®Portable) SYSTEM-PlayStation®3 SYSTEM CONNECTIVITY

Connect your PSP™ (PlayStation®Portable) system with **Assassin's Creed: Bloodlines™** to your PlayStation®3 with **Assassin's Creed™ II** in order to unlock special features on both games.

6. UPLAY™

From the title screen, press the **△** button to launch Uplay™.

Uplay™ Menu

Use the left stick to navigate in this menu. Confirm with the **×** button and cancel with the **○** button. Pressing the **△** button will exit Uplay™ and return you to the game menu.

Profile:

- View Profile: Get an overview of your actions in the games played.
- Change Quote: Edit your Quote.
- Change Icons : Select a new Icon

Account Settings:

- E-mail and Password: Edit your E-mail and Password.
- Personal Information: Edit your Personal Information.
- Opt-ins: Edit your preferences for receiving communications from Ubisoft and its partners.

Uplay Win Menu

Use the left stick to navigate in this menu.

Confirm with the **X** button and cancel with the **O** button.

- Actions: List of all the actions available in the game(s) and how many Units are assigned to each. A checked box indicates an Action that has already been completed. Pressing the **X** button on an Action explains how to do it.
- Rewards: List of all the available rewards and how many Units are assigned to each. A checked box indicates a Reward that has already been redeemed. Pressing **X** on a Reward allows you to redeem it, as long as you have enough Units to spend. Redeeming a Reward deducts the number of Units associated with it.
- Unit Balance: History of all Actions completed and Rewards unlocked with a detailed balance of your Units. Pressing the **X** button on an Action/Reward opens up its description.

For more information, content and options, visit **www.uplay.com**

TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at **www.ubi.com/uk**.

Our 24-hour automated telephone service is available on **0871 664 1000**. (10p. per minute)

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as:
your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period, please contact the Ubisoft support team for verification.

AUSTRALIAN TECHNICAL SUPPORT

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the discs supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty discs should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

**Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom,
KT16 8AP**

Where a disc key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this disc key secure. Lost, stolen or damaged disc keys cannot be replaced.

NOTES

For Help & Support please visit: **playstation.com** or refer to the telephone list below.

Australia	1300 365 911 Calls charged at local rate	Italia	199 116 266 Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto
Österreich	0820 44 45 40 0,116 Euro/Minute	Malta	23 436300 Local rate
Belgique/België/Belgien	011 516 406 Tarif appel local/Lokale kosten	Nederland	0495 574 817 Interlokale kosten
Česká republika Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111	222 864 111 283 871 637 Po – Pa 10:00 – 18:00 Help Line Tarifováno dle platných telefonních sazeb	New Zealand	09 415 2447 National Rate 0900 97669 Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost \$1.50 (+ GST) per minute
Danmark	70 12 70 13 support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21	Norge	81 55 09 70 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15
Suomi	0600 411 911 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 15–21	Portugal	707 23 23 10 Serviço de Atendimento ao Consumidor/Serviço Técnico
France	0820 31 32 33 prix d'un appel local – ouvert du lundi au samedi	España	902 102 102 Tarifa nacional
Deutschland	01805 766 977 0,12 Euro/minute	Россия	+7 (499) 238 36 32
Ελλάδα	00 32 106 782 000 Εθνική Χρυσή	Sverige	08 587 822 25 support@se.playstation.com Mån–Fre 15–21, Lör–söndag 12–15
Ireland	0818 365065 All calls charged at national rate	Suisse/Schweiz/Svizzera	0848 84 00 85 Tarif appel national/Nationaler Tarif/Tariffa Nazionale
		UK	08705 99 88 77 National rate. Calls may be recorded for training purposes

If your local telephone number is not shown, please visit **playstation.com** for contact details.



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